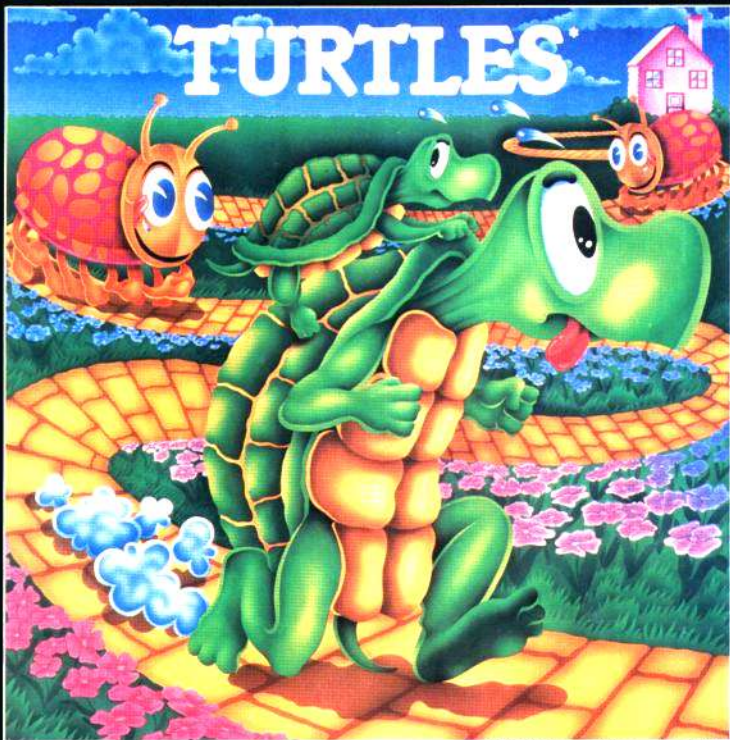


# ODYSSEY ADVENTURE

ODYSSEY ADVENTURE CLUB MAGAZINE

SUMMER 1983

ONE DOLLAR



\* TURTLES trademark licensed by KONAMI

# ODYSSEY ADVENTURE

Vol II Summer 1983 Issue 3

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ODYSSEY ADVENTURE is published quarterly by the J. I. Scott Company, 190 Monroe N.W., Grand Rapids, MI 49503. James I. Scott, President; Thomas L. Gordon, Publisher; Thomas Shoemaker, Associate Publisher; Robert Markey, Creative Director.  
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## GRAY MATTER

This issue of Adventure Magazine is chock full of exciting news for Odyssey Adventurers. You'll find out more about the great new Odyssey game, TURTLES..you'll meet Otto C., the Odyssey Robot...you'll read two excellent stories by Adventure Magazine readers...and you'll get the latest news about high scores and tips from the experts. The results of our first Reader Poll are on this page, plus some more letters from our readers. On page 14 you'll find some inside information about a new game in the works called POWER LORDS. Plus a whole lot more. So read on, and keep sending those letters, tips, high scores, and news about your activities. The Adventure Club is for you, so let us know what you think about it.

## READER POLL RESULTS

With hundreds of readers submitting their choices for the five best Odyssey games, our first Reader Poll was a big success! There were so many votes that we've decided to list only the Top Ten vote-getters. The standings were determined by assigning 10 points for a first place choice, 7 points for second, 5 points for third, 3 points for fourth, and 1 point for fifth. Some of the new

Odyssey games, like TURTLES and Killer Bees, are so new that readers haven't had a chance to submit them as favorites.

Game	Points
1. Pick Axe Pete	1639
2. K.C.'s Krazy Chase	1616
3. Quest for the Rings	784
4. Attack of the Timelord	565
5. UFO	542
6. Freedom Fighters	377
7. Alien Invaders-Plus	285
8. Baseball	282
9. Football	247
10. Monkeyshines	226

## ON THE COVER

There goes Mama Turtle, with a baby turtle on her back, running for her life from a hungry beetle! The newest Odyssey game cartridge is getting rave reviews, and thousands of entries were received in the "Win One For The Turtle" contest. Complete story on page 4 of this issue.

## FEEDBACK

### MORE "SOUND WAVES"

Odyssey is absolutely, positively the most exciting video game ever. I just purchased Killer Bees. I am addicted to this game. I recommend it to anyone who wants eternal action and excitement. I will

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continue encouraging people to purchase Odyssey<sup>2</sup> and Voice. Keep up the good work, Odyssey!

Here are two more "sound waves" for the Voice and Type & Tell:

1. POPOPOPOPOPOPOPO  
POPOPOPOPOPOPOPO
2. SVSVSVSVSVSVSV  
SVSVSVSVSVSVSV

John McKay  
Orange, California

Thanks for the good words, John. And your "sound waves" are great!

(Answers)

1. Burglar Alarm
2. Xerox Machine

## A THANK-YOU NOTE FROM ENGLAND

The Voice of Odyssey uses several microcircuits manufactured by General Instrument in England. Back in October a new plant was dedicated there and an Odyssey<sup>2</sup> system with the Voice and the Type & Tell cartridge was displayed as part of the dedication ceremonies. After the show was over, one of the employees, Mrs. Addie Grant, borrowed the Odyssey<sup>2</sup> so that her daughter Sylvia could try it out. Here is the letter she wrote:

Sylvia was born 25 years ago, severely handicapped with cerebral palsy. She is par-



ticularly alert and clever although she has no speech. Her usual means of communication is to spell letters "in the air" and only those people really close to her understand her. Visitors and neighbours are "answered" by Sylvia through a third party, usually mother, father, sister or brother. Since General Instrument so very kindly lent Sylvia their "talking computer" which she has had for the past four weeks, life has really changed completely for her. She is now able to "converse" with anyone at all. She has found great pleasure in asking simple things like "What's for tea?" or "What's for dinner?" and many other little things which were too much bother for her to spell out before. The "talking computer" has helped Sylvia so much and there must be many more people like her, to whom it would bring leading a normal life that little bit nearer.

There's an even happier ending to the story. General Instrument and Magnavox got together and gave Sylvia her very own Odyssey<sup>2</sup> system as a Christmas gift! We're all very pleased that we could share in making Sylvia's holiday season a really happy one.

## COMPUTER INTRO

I am a big fan of Odyssey<sup>2</sup>. One of the cartridges I own is Computer Intro, and I thought that each month you could set aside a place in Odyssey Adventure Magazine for people to write and send in programs that they have made to share with everyone else.

Tim Carmichael  
Cincinnati, Ohio

Great idea, Tim. How about it, Adventurers? If you've developed a program for Computer Intro that you think is original or interesting, send it to us and we'll print some of the best ones in a future issue.

## MORE ODYSSEY<sup>2</sup> SYSTEMS IN THE SCHOOLS

In response to your Spring, 1983 article about Odyssey<sup>2</sup> in the schools, I would like to tell you my experience. It all started when I got Nimble Numbers N.E.D. and S.I.D. the Spellbinder. It seemed to help me a lot, so my mother, who teaches Special Education, took it in to her class. All the kids loved it and they now look forward to an Odyssey Day every month. No matter what new video system comes out, I will always love my Odyssey.

Ian Burns  
Gravenhurst, Ontario  
Canada

What more can we say? Thank you for the excellent letter, Ian.

# TURTLE



## Win!

TURTLES\* has everything...an exciting maze, great graphics, extra game lives, changing screen, funny music and sound effects, and extremely challenging play! Plus a contest!

What more could you ask for?

The object of the game is to help Mama Turtle save her baby turtles from the giant turtle-eating beetles which infest a tall building. On each floor there are six rooms; some of those rooms contain baby turtles and some contain more giant beetles. There's no way of knowing until the door is opened.

When Mama finds a baby turtle, she takes it to a house which appears in one corner of the screen, then goes back for more. When she finds a beetle, she runs for her life. Her only protection is the bug bombs which appear in the center of the screen. A bug bomb will temporarily stop a beetle in its tracks, and Mama can grab three bombs at a time and store up to 99.

When all the turtles have been saved on the first floor, Mama climbs to the second floor and starts all over. But this time there is an extra beetle in one of the rooms! On the fifth floor the maze changes completely, and again on the seventh. After eight floors, she reaches the roof and starts all over again. Whew!



## Name that turtle tune

There are two alternating tunes that play while Mama Turtle is searching for her baby turtles. The one that plays on the even-numbered floors is probably recognizable to most players. But what about the other one? Can you give it a name? Try to make up a name that has something to

do with turtles, or bugs, or Odyssey. Send us your suggestions (only one entry per envelope) and we'll pick the one we like best. The winner will receive a free TURTLES t-shirt and have his or her name printed in Adventure Magazine. Okay, put your thinking caps on, and Name That Turtle Tune!



# SOUP

Here's some good news for many Odyssey fans: **TURTLES** gives you four lives to start with, and an extra life after 5,000 points! It's just like the arcade game.



## Win one for the TURTLE

The exciting Win One For The Turtle contest ended June 30, and ten lucky people will win a

complete Odyssey Arcade Center like the one shown on the right! It comes with an Odyssey<sup>2</sup> game, color TV monitor, and a **TURTLES** game. Of course, if you didn't win, you can still play **TURTLES** on your Odyssey<sup>2</sup> system. Are you ready? Let's make some turtle soup!





With all the excitement about new Odyssey games like **TURTLES\*** and **Killer Bees**, we don't want to forget about some of the older Odyssey games. They're still challenging and fun to play. Here's a rundown on a few of those earlier games, along with some suggestions for how to make them even more exciting to play!

**DYNASTY**—This is one of the best "match wits with the computer" games we've ever seen. It's similar to the board game called "Othello," and playing it against a very smart computer can help you sharpen your skills at the game! Here's a few hints: The player who goes first is at a definite disadvantage. The best overall strategy is to control sides and especially the corners, forcing your opponent to play first in the three squares which surround each corner position. Don't try to capture a lot of points on the early moves; just use

those moves to gain position. The best early tactic is to make sure you control at least one (or both) of the diagonal rows connecting two of the corner squares.

**COMPUTER INTRO**—We've received many letters from Adventurers who are interested in computer programming or video game designing careers (see feedback page 3). The Computer Intro cartridge is one of the best ways we know about to learn the basics of computer programming.

**MASTER STRATEGY GAMES**—If you haven't got the time to set up the board and play an entire game, you can still enjoy both **Quest for the Rings** and **Conquest of the World** in short version. (The Great Wall Street Fortune Hunt really requires the full board play if you're going to get the most out of it.)

**Conquest of the World** can be played strictly on the practice mode, with one of each kind of conflict occurring one after the other. **Quest** can be played by one or two players, one battle at a time, with either a predetermined time limit or an agreement that the winner is the first person to capture a ring. Or how about each player taking turns secretly programming in the conditions of each round (kind of dungeon and types of heroes)? The possibilities are endless!

**PICK AXE PETE**—"Pete" isn't exactly one of the older games; in fact, according to our survey, it's the most popular Odyssey game at the present time! But many Adventurers have owned the game for a long time, and may be ready for some new play variations. Here's an idea: The object is to get as many points as you can without going through a door! Choose whichever maze you like. When the first pick dissolves, grab a key and then wait for more picks to form. Your turn is over when you are hit by a boulder or accidentally sucked into a door by a ladder. You'll find that after 2 or 3 more picks have dissolved, the boulders will start bouncing around like crazy, and shooting out of the doors like they were shot from cannons. It's a challenging variation!

# ODYSSEY

# Replay

# ODYSSEY

goes  
to  
the  
circus

When 23-year-old Ron Hoover and fiancée, 20-year-old Elaine Hobbs, visited a Sears store in Knoxville, Tennessee to buy P.T. Barnum's Acrobats carriage, little did they know that they were about to have the circus experience of a lifetime!

A local Knoxville contest, sponsored by Odyssey, was going on at the time with a Grand Prize of ten free tickets to the Ringling Bros. and Barnum & Bailey Circus, plus an exciting backstage tour. While Ron was talking to a salesman, Elaine entered both of them in the drawing.

When the call came a few days later, telling Ron that he had won the contest, he was flabbergasted. "I didn't even know my name had been entered," he said. Once the confusion had been cleared up, Ron and Elaine called eight friends, including some out-of-town visitors, and invited them to join the fun.

It was a particularly exciting experience for Elaine. "I had never been to the circus before," said Elaine, "and I really enjoyed it." After the show,



With winner Ron Hoover (second from left) and his fiancée Elaine Hobbs (far right) are Elvin Bale, "The World's Greatest Daredevil" (far left), and Christopher Adams, "The Human Rocket" (second from right).

the entire group was taken on a grand tour of the circus grounds. They met Tuba the Clown - "The Master of Mirth," Elvin Bale - "The World's Greatest Daredevil" (who rides

Ron Hoover and friends with the stars of Ringling Bros. and Barnum & Bailey Circus.

the Wheel of Death and the Mechanical Monster, among other feats), Christopher Adams - "The Human Rocket," and a whole bevy of talented circus performers.

After their circus experience, the excited winners went home and played P.T. Barnum's Acrobats on their Odyssey<sup>2</sup> system. And there's even more excitement awaiting Ron and Elaine, since they're due to be married in a few months. Congratulations to the lucky winners!





# SALE!

**WAS \$9.95  
SAVE \$5.00**

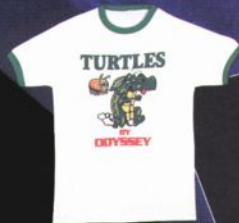
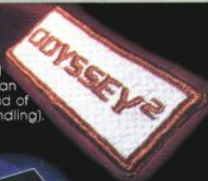
The famous Odyssey Hatchling Dragon is now on sale for only **\$4.95**. This adorable plush dragon is a foot tall, bright green and yellow, with an Odyssey t-shirt. A great gift, cute and cuddly, and now only **\$4.95** (+ \$1.00 shipping & handling).

Here are some of the gift items and accessories available to you from Odyssey, to make the playing of Odyssey games even more fun! To order, use the form inserted next to this page. If the form is missing, just list the items you desire, enclose check or money order (in U.S. currency) payable to Odyssey Adventure, and mail to:

**Odyssey Good Stuff  
190 Monroe, NW  
Grand Rapids, MI 49503**

You may also use your VISA or MasterCard. Be sure to give your card number and expiration date. Michigan residents add 4 percent sales tax. Be sure to indicate t-shirt size when ordering the Quest For The Rings, Pick Axe Pete or TURTLES t-shirt. Credit card customers may also order by calling toll-free 1-800-828-3659. Residents of Alaska, Hawaii and Michigan call collect 1 (616) 458-7000. Call between 8-5 pm (Eastern Standard Time) Monday-Friday.

Sew this handsome Odyssey patch on your jacket to let all your friends know that you're an Odyssey Adventurer and proud of it! **\$1.50** (+ \$0.50\* shipping & handling).



**NEW, TURTLES\*** t-shirt has full color picture of Mama Turtle and baby Turtle running for their lives from a hungry beetle! Complete your collection of Odyssey t-shirts. Adult sizes: small, medium, large, and extra-large. Only **\$3.95** (+ \$1.00 shipping & handling).

Quest For The Rings Dragon Slayer t-shirt has full color Dragon Slayer artwork on the front and



"Quest For The Rings" and Odyssey logo on the back. Blue. Adult sizes: small, medium, large, and extra-large. **\$3.95** (+ \$1.00 shipping and handling).

Pick Axe Pete t-shirt is just like the one worn by the Pick Axe Pete Pick-Off National Champs. White with blue trim and full color picture of Pete working his way through Misty Mountain Mine. Adult sizes: small, medium, large, and extra-large. **\$3.95** (+ \$1.00 shipping & handling).

\*TURTLES Trademark licensed by Konami





# Adventure Club Store

In the Winter 1983 issue, we asked readers to submit original stories which dramatized Odyssey games. Out of the dozens of excellent stories we received, two were chosen to be printed here. The authors were rewarded with Quest for the Rings t-shirts and free one-year subscriptions to Adventure Magazine. Congratulations to both writers, and our thanks to all those who submitted their stories!

The first story is called **Freedom Fighters to the Rescue!** It was written by David Henrie, of Spokane, Washington. David is 26 years old, has two children, ages 18 months and 6 years, and is a former disc jockey in the midst of changing careers. We liked his story because it approached the game from an unusual viewpoint. Rather than concentrating on the pilots, as many other writers did, David tells us the story of the man in the confinement crystal. We think you'll like it.

## FREEDOM FIGHTERS TO THE RESCUE!

Alone...so terribly alone. How long could I continue floating in the void of Deep Space before I completely lost my mind? Marooned in my confinement crystal, I was at the mercy of the Pulsar Empire. I had only one hope of rescue, but captivity had lasted so long that I knew the Freedom Fighters of the Rescue Fleet would never find me. But even if the Fleet did arrive, I knew my chances would still be slim. Other prisoners and myself were just bait for the Pulsars to trap and destroy all of the earth Federation.

Drifting helplessly in the void, all I could see were the blinking of the cold endless stars and, occasionally, the gleam of a Pulsar warship lurking in ambush for any would be rescuers. What was that? Laser explosions? Locked in the crystal I could hear nothing, but soon the brief bursts of light signaling a Federation attack greeted my eyes like a long lost child. The Fleet had come! Would they see me? Or would they all be destroyed by those stinking Pulsars waiting in treachery?

As the Pulsar warship near me moved out, I could see wreckage from the battle already drifting my way. There! A brilliant purple flash lit up space all around my lonely quadrant. The purple light I knew to be a powerful transporter beam; I knew one of my fellow prisoners had been rescued and was going home. The Pulsar nearest me now began to spew out a trail of innocent looking space garbage, but each one of the

mines trailing the ship contained one thing...death.

I saw another transporter beam. It seemed closer; maybe rescue was coming at last. And then I saw him—the blazing green glow of a rescue fighter at Hyperspace speed. The two pilots flashed by in an instant, a laser cannon punching great bursts of light to clear the path, exploding enemy ships and mines. Did they see me? Floating alone in the crystal, I had no way of communicating or signaling. All I could do was hope...and wait.

From out of nowhere came several more Pulsar warships laying deadly seeds of destruction all about the crystal. The fighter came back with his hull cooled and no longer green from hyperspace drive. They dashed and weaved all about my captors like a hummingbird flicking about a flower. I watched as the pilots tried to approach me and break through the screen of Pulsar mines. My eyes were almost blinded by the explosions, but I kept watching and praying while my rescuers came ever closer.

Then suddenly it was over. Before my eyes I watched the rescue ship pivot to fire on a Pulsar warship when it hit a drifting mine. The wreckage began spreading into space like a mushroom spreads above its stem. Some of the shrapnel even hit my crystal. Alone in my captivity I wondered why such brave men risked their lives to save captives like myself. What secret compulsion drove the daring pilots of the Rescue Fleet?

Still the Fleet persisted.

Faraway I saw gleaming specks in combat to the death, and sometimes the purple flash of a transporter beam. The battle seemed to be drifting away from me. The explosions were less frequent, less hopeful. Twice federation starships came near me but either they were driven off by the Pulsars or they couldn't get out of hyperspace fast enough to effect my rescue. I began to panic inside the crystal. Were they leaving me? Was I to die alone in the vastness of Space?

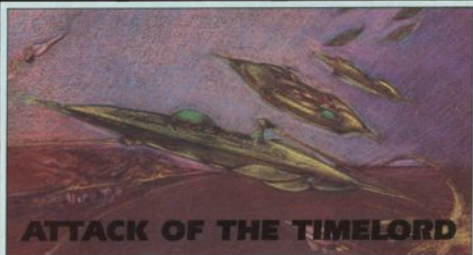
As I thrashed about the crystal I didn't see a fleeting, twisting fighter snaking toward my prison. The Pulsars saw him and moved out to intercept. Looking out I then saw my last hope engaging the enemy but I didn't see their laser cannon barking death to the Pulsars. Hope faded as I realized the laser generators of the fighter were depleted. How could he break through without weapons? Yet they kept coming, the two pilots working furiously to avoid both enemy ships and mines. Oh, but what flying—the co-pilots using short bursts of hyperspace drive and the pilot then swooping back with his conventional systems to evade the ever more frantic Pulsars.

Why didn't they save themselves? Surely they could flash out of range and

# ry Contest Winners

still go back heroes. I didn't understand what kept those two men driving through certain destruction to save me. Was one lonely captive worth the risks? I didn't think so.

Inside the crystal I screamed for joy as I watched them break through the last defenses and move to transport me home. But it seemed that death was also locked in my crystal. At the last instant before docking, a Pulsar laid another line of mines about the fighter that threatened to end all my hopes. But, zooming through the last possible gap, the Freedom Fighter came in to pick me up.



Our second story is based on two games: Attack of the Timelord and UFO. The writer is 14-year-old Tony Newberry, who attends Pleasant Run Junior High School in Cincinnati, Ohio. In Tony's story, the UFO is sent by the Timelord, and after it is defeated, the Timelord gets mad and sends his entire fleet to attack the Earth! What happens? Read on...

The world never expected it—the biggest attack ever plotted. Aliens with so much power that the world's combined arsenal couldn't begin to stop them.

It all started with one U.F.O. which entered the earth's atmosphere and started surveying the landscape. The armed forces immediately were contacted, and set out to destroy the mysterious object. The U.F.O. was spotted, and the armed forces wasted no time firing upon it.

Little did they know that the U.F.O. wasn't completely helpless. It was armed with deadly lasers and could travel at very high speeds. The U.F.O. quickly demolished the military fleet, which didn't know the U.F.O. was on a peace mission. The U.F.O. was too powerful for all of the military's weapons. The whole world was desperately trying to find a way to stop the menace.

The only chance the world had to conquer the U.F.O. was a highly experimental ship which was appropriately named "The Battlecruiser." The Battlecruiser proved successful, and the

laser powered, shielded ship finally overpowered the fierce U.F.O.

The U.F.O. was on a mission to earth to study how advanced the human culture was. Before the ship was blasted, it had sent a message to its leader telling him that the ship was in trouble. The leader was named "Timelord" of the galaxy Chaos. The Timelord was enraged to know that the earthlings had purposely blasted his ship. The Timelord then told his huge arsenal that there would be a massive attack on earth. The Timelord was very serious and was also armed with the biggest fleet of ships the world had ever seen.

It was now time for the attack to begin. The Timelord started sending his fleets out. Wave after wave took off on a mission that could endanger the existence of Earth. The first wave hit the world's atmosphere only months after taking off. The ships immediately hit the world's major power capitals, trying to destroy much of the world's huge supply of nuclear weapons. The U.F.O.'s blasted everything and anything that came in their way.

After months of fighting, the armed forces had finally defeated the first wave of U.F.O.'s.

The second wave of ships immediately followed the defeat of their earlier fleet. This wave of ships was indeed much tougher than the first because of a device that the previous wave didn't have. The device was an anti-matter

Then suddenly it was over. A blinding flash of purple whisked me away to safety. My last view of my saviors was that of a green glow as the starship blasted away into hyperspace drive.

It was only much later that I was able to meet my rescuers, members of the Freedom Wing. I learned of their training and their dedication. I also learned how they, too, had once been confined in crystals, lost without hope, only to be saved from madness by other brave men. I knew then that I would go back to space—that I would transfer to the Rescue Fleet and that I would become a Freedom Fighter.

David E. Henrie  
Spokane, Washington

(continued on page 14)



COAST TO COAST WITH

OTTO  
C

## The Odyssey Robot



Otto C., the amazing Odyssey robot, was born at the 1982 World's Fair, in Knoxville, Tennessee. He spent most of his time at the Odyssey display in the pavillion for America's Electric Energy Exhibit.

Ever since the World's Fair closed,

Otto C. has been traveling all over the country, telling people about Odyssey and brightening the lives of people wherever he goes.

Otto's "best friend" is Jim Cofield, from Knoxville, Tennessee. Jim sometimes travels with Otto when he visits children's hospitals and elementary schools all over the country, and he makes sure that wherever Otto goes, people know how to treat his delicate circuits.

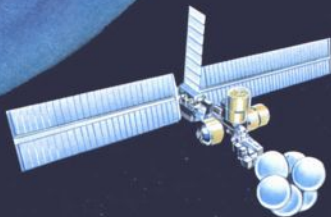
"Otto is very sensitive!" says Jim.

Otto particularly recalls a visit to St. Petersburg Children's

Hospital in St. Petersburg, Florida. It was there that Otto made friends with a little boy who was very sick. "Meeting and talking with Otto made the boy smile for the first time in a long, long time," said Jim. "That's the kind of experience that Otto likes best of all."

Back in October, Otto accompanied Merle Eakins, an Odyssey Sales Manager, to Violet Elementary School, in Pickerington, Ohio (near Columbus). He visited with 95 students from three third grade classes. Afterwards many of the students wrote letters thanking Mr. Eakins for bringing Otto to see them and asking questions. One of the children, Amber Reed, wrote: "I really liked the robot. Thank you for bringing it. I thought it was very funny."

Who knows? Like Amber, you might have a chance to meet Otto someday. He's still on the road visiting schools, children's hospitals, shopping malls—and anywhere else people enjoy Odyssey.



## HIGH SCORES

Here are the current highest scores which have been reported for a selected group of Odyssey games. Many Adventurers have already reached the highest score which will register on the screen for some Odyssey games, such as PT, Barnum's Acrobats, Pick Axe Pete, K.C. Munchkin, and Alien Invaders Plus, so we aren't including those games in the competition. We've also left out two-player games such as Football and Baseball, since there's no way to verify that the scores were achieved competitively.

If you can show proof

(a clear photograph of the screen) that you have beaten one of these scores, send it to us. The person with the highest reported score will receive a free t-shirt and will have his or her score reported in the next issue. (Please give your t-shirt size.) Because of the huge number of high scores we receive, we will be unable to acknowledge your score unless it is the highest. However, we will print a few scores which aren't quite high enough to win a t-shirt, but which deserve an "honorable mention." Let's see some more high scores, Adventurers!

### TURTLES

Larry Watelet 24,390  
Effingham, IL

### KILLER BEES

Clifford Tomaszewski 39,708  
Burke, VA

### ATTACK OF THE TIMELORD

Pat Grubbs 2,956  
Christopher, IL

Dianna Ventura 2,501  
Xenia, OH

### K.C.'S KRAZY CHASE

Tim McVey 9,999  
Ottumwa, IA

### BLOCKOUT

Chris Holt 8  
Reading, PA

John Sabaliauskas, Jr. 8  
Omaha, NE

Dan Lambert 8  
Mechanicsburg, PA

Beth Somers 8  
Perrysburg, OH

B.J. Marshall 8  
Newton, IA

### HELICOPTER RESCUE

Jared Jordan 11  
Southgate, MI

### UFO

Kenny Jordan 7,510  
Southgate, MI

Scott Lukas 6,701  
Valparaiso, IN

### FREEDOM FIGHTERS

Richard Latchau 9,996  
Buena Vista, CO

### SPIN-OUT

Sean Conner 10 sec.  
Summit, NJ

### COSMIC CONFLICT

George Floyd 834  
Rogersville, TN

Therese Jilek 834  
LaGrange, IL

David Wittmer 834  
Morton, IL

### SPEEDWAY

Jeff Wenger 9,991  
Goshen, IN

# COMING UP

Once upon a time there existed a mighty civilization ruled by the Power Lords, an elite group chosen to be the custodians of the great power-secrets which protected the galaxy against evil. But the home planet of the Lords was destroyed by the Extraterrestrial Alliance, led by

the evil Arkus and his henchmen Grippstogg and Raygoth. The only survivor of the alien attack was Adam Power, son of the Lord of Power. Now Adam, along with his partners Shaya and Sydot, have the new Power Lords, and are sworn to carry on the struggle against Arkus and ET Alliance.

From this epic story comes a new series of Odyssey games called **POWER LORDS**.<sup>®</sup> The first game in the series is due to be released in October, 1983. The game involves the attack by the Power Lords on Volcan Rock, which contains the greatest arsenal of weapons and technological devices in the universe. But it is guarded by a giant space serpent, which first must be conquered before entry to the fortress can



be gained. It's an exciting, action-filled game, with many surprises in store for Odyssey Adventurers.

Besides the Odyssey videogame, there will be a whole treasure trove of Power Lords goodies coming from various companies, including a series of comic books, action figures, t-shirts, watches, costumes, wind-up toys, and a lot more. Look for a complete story on the new game in the Fall issue of Adventure Magazine. Our guess is that **POWER LORDS** is going to be well worth waiting for!

## Attack of the Timelord...(continued from page 11)

bomb which completely baffled scientists, because the bombs could completely defy the law of gravity. The bombs would home in on enemy ships the way that humans had never seen before.

The newly developed "Battlecruiser" was not nearly as sophisticated or powerful as a second wave warship. Already another weapon had been designed that maybe could hold off the attack. The machine was a highly-mobile and extremely powerful "Laser Cannon." The Laser Cannon proved successful and was finally able to destroy the second wave of ships.

The attack was far from ending. Wave after wave entered the Earth's atmosphere, obliterating every city, town and village that unfortunately was in the path of the massive wave of the aliens. The world was in considerable trouble, as the ships dropped bombs that blew up whole cities at a time. The Earth was under an attack that seemed destined never to end. The Timelord's attack was powered by 256 waves of ships. It looked more and more like the Timelord would be the ruler of Earth—but that never came to be!

After destroying much of the world, the ships suddenly

started to fall to the earth. Earth's radio waves had jammed the frequency between the Timelord and his warships, which were being controlled from their galaxy. In the world of the Timelord, they had never heard of "Radio Waves," and could not prevent the effect they were having on their ships.

The Timelord, however, will want revenge and is already working to defend his ships from Earth's radio waves. The people of Earth will not soon forget what it's like to be under the Attack of the Timelord!



# ADVENTURE CLUB

As you can see from the map on this page, Adventure Club chapters are forming all over the country. And now it's going to be even easier to form an official chapter. Because all you need is three members!

If you haven't already requested an application, that's the first step. Write to Odyssey Adventure Club, 190 Monroe NW, Grand Rapids, MI 49503, and we'll send you an application form. Fill out the form, listing yourself and at least two other Adventurers. If all three are already subscribers, you don't need to send any money. However, it will be necessary to send \$3 for each new member.

After you return the form and \$3 for each new member, you will receive an official Odyssey Adventure Club charter certificate. Each member will receive a membership card, and new members will begin receiving their Adventure Club subscriptions. You will also get a free Quest for the Rings poster, and your chapter will become an official arm of Odyssey Adventure Club. We will contact you if any Adventure Club activities are scheduled to take place in your area.

But don't wait for somebody else to start something. You can organize activities on your own, too. How about having regular club meetings, electing officers,

## There's Still Time To Form Your Own Adventure Club Chapter!



and having formal tournaments? You could get in touch with your favorite local Odyssey dealer and see if he will sponsor a contest, with your club helping out. He might be willing to furnish prizes, or publicize the contest with a poster in his store. Your club could also organize some sort of public service activity, such as a paper drive to benefit a local charity, or a clean-up campaign. That's the kind of thing that helps to create a better image for videogamers everywhere!

If you haven't requested an application (or you haven't sent yours back yet), there's still time, and you only need three members, rather than five. Do it now! And if you have any ideas, we'd like to hear those, too.

of other Adventurers who want to hear from them about their favorite games, high scores, tips, or anything else that might be interesting. Pen Pal letters are being written all over Odyssey Land, and lots of new friendships are being made.

Just send your name, address, and age (so you can write to people in your own age group) to:

**Odyssey Pen Pals,  
190 Monroe NW,  
Grand Rapids, MI 49503.**

We'll send you the names of other Adventurers who've written to us, and we'll send your name to others. Then all you do is sit down and write to them, and pretty soon you'll have new friends in other parts of the country. And you'll get a few surprise letters, too. As one of our Pen Pals said, "I get a letter almost every day now. I'm really having fun answering them, and some day I even hope to meet one of my Pen Pals if my family takes a trip to his city. Pen Pals are great!"

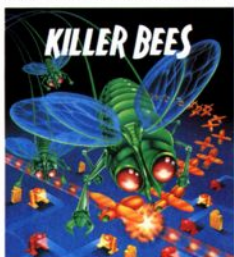


## Do You Have Your Pen Pal List Yet?

If you haven't joined Odyssey Pen Pals, yet, you're missing out on all the fun! Odyssey Pen Pals receive lists

# TIPS

## FROM THE EXPERTS



**KILLER BEES**—You can trap Beebots by putting up grave markers around them.

John Moore  
Harrison, Arkansas

Use every ray you get. Since you only get one at a time, killing another Beebot before using it just wastes a ray.

Mike O'Neill  
St. Paul, Minnesota

**TURTLES**—While a beetle is being zapped by a bug bomb, you may run through him, but the other beetles can't.

John Moore  
Harrison, Arkansas

**ATTACK OF THE TIMELOD**—Try and destroy the leader of the fleet of time ships (the first ship in the fleet). This causes the rest of the ships to scramble for a moment and gives you time to get out of a sticky situation or just to destroy more time ships.

David King  
Huntington Beach, California

**P.T. BARNUM'S ACROBATS**—In the shield mode, if it looks like the acrobat will hit the shield, remain stationary. If he hits the shield, he will almost always return to the same place he luffed from. Also, to see the high score, press the space bar, and then the W, and it will stay on the screen.

Shawn Meehan  
Gorham, Maine

**SHOWDOWN IN 2100 A.D.**—When you run out of bullets, if you run into a tree of your own color, you will get six more bullets. (There's only one of each color on the screen.)

Brian Torani  
Fortuna, California

**COMPUTER GOLF**—If you discover you have started to swing in the wrong direction, you can correct that without adding a stroke to your score by keeping the action button depressed and moving the golfer away from the ball using your joystick.

Sean Conner  
Summit, New Jersey

**QUEST FOR THE RINGS**—If one of the heroes is a Warrior, and you're playing with Spydrotch Tyrantulus and

Doomwinged Bloodthirsts, when the other hero is being eaten by either Nightmare Monster, the Warrior can run up and slice the monster and kill it.

Leonard C. Butler, Jr.  
Burlington, North Carolina

**SMITHEREENS**—When you hit your opponent on #3, hit him again when he comes back on the screen. This will give you about three free shots.

John McKay  
Orange, California

**FREEDOM FIGHTERS**—Start off on any mode and move your ship to any of the corners. Quickly switch to hyperdrive with the ship facing the opposite side of the screen. Then no pulsar ships or drone mines will attack from the back. Since your ship is on one of the far sides of the screen, you'll have more time to aim at the mines and pulsar ships.

Steve Ruotolo  
Cincinnati, Ohio

**HOCKEY/SOCCER**—The bottom of both nets is a weak spot. You can score a goal by going under either of the goals with the ball, pushing your player up against the corner of the goal, and pressing the action button.

Richard Turney  
Carnegie, PA and Louis Taylor  
El Paso, Texas

**BLOCKOUT/BREAKDOWN**—In either game the person operating the power bar should keep the action button depressed. Then, when you miss the Blockbuster, a new one will appear immediately.

Joel Rampoldt  
Douglasville, Georgia

**K.C.'S KRAZY CHASE**—The Dratapillar cannot go through the side passages in any one of the modes. Use this feature to ambush him when he passes by. But watch out—Drats can go through!

David Bartley

Here's a different game you can play. Only eat the trees, but do not eat the Dratapillar or the Drats, and do not let them eat you. It's fun to play!

Jason Lamoreaux  
Sault Ste. Marie, Michigan

**BASEBALL**—To strike out a person every time—when you pitch the ball and it gets halfway from the pitcher's mound to home plate, pull out to the right on the joystick. When the batter swings it will just miss the tip of the bat.

Brian Ackerman  
Redlands, California

Put your center fielder in between shortstop and 2nd base. Then most likely one of them will catch the ball.

Paul Brown  
Billings, Montana

(Here's another theory):

You should play your men most of the way to the right and all the way down. Put the left fielder between shortstop and 2nd base. And curve the ball slightly to the right.

Steve Gibbs  
Crewe, Virginia

**EDITOR'S NOTE:** If you want to send us your expert tip or strategy, please address your letter to:

TIPS Dept.  
ODYSSEY ADVENTURE  
190 Monroe N W  
Grand Rapids, MI 49503

